

Cosmo

A group of adventurers entered the tent. Inside, they saw carpets hung around the room, with glowing little dots on them, representing stars. In four corners of the room, red, blue, green and yellow lights floated in the air. They swerved and danced slowly, as the adventurers closed in to the center of the tent. A hooded human woman sat at a table, crystal ball laid in front of her. The adventurers watched the woman animate her crystal ball. Her ritual began as she wished for them good fortune.

The young half-elf man was right. After seeing the spark in the telescope at the observatory, he searched for the shrine of the star he witnessed glow. After the few months of travel, he finally arrived, and the shrine gave him a vision. The man saw himself leaping from the surface and passed the sky, above his world. In the void of space, a celestial spirit conversed with the half-elf. From there, his journey had truly begun.

A bolt of light flashed from the aasimar's wand. It curved around the pillar and struck the fiend behind it. It fell over, fading away in a radiant glow. But before it could be erased from existence, the aasimar then cast another spell, banishing the fiend back to its home plane.

Whether by scholarly research, spiritual practices, or by ambition, a cosmo weaves magic through the essence of the cosmos. Each star in the night's sky holds a story to behold. Each story has its adventure.

Following the Stars

Cosmos make great astronomers and astrologers, knowing which stars and constellations are where and what they mean. It is also common for cosmos to engage with celestial beings and divination magic to show them their destination, mission, and other information needed to reach their goals.

Planeswalkers

Experienced cosmos are known for traversing the planes. The multiverse is so massive its size reaches infinity. No matter how much study goes into the universe, there is always room for breakthroughs among fresh students. However, sometimes it is important to travel beyond charted territory. This means traveling the other planes to reach farther destinations in this universe, and others.

Creating a Cosmo

When creating a cosmo character, the first thing to consider is how your character became a cosmo. Were you an astronomer who was so fascinated by the stars that you became an agent of the mysterious beyond? Perhaps you came into contact with a being from the Upper Planes, a celestial maybe? Were you a wizard who turned your studies to the night sky, researching what lies

beyond your planet? Or simply an astrologer deep in your practice?

A cosmo could be a worshipper of a deity whose domain relates to the cosmic web. Common deities of a cosmo's sort are Azuth, the God of Wizards and Lord of Spells; Mystra, the Mother of All Magic and Lady of Spells; Lathander, or Amaunator, the God of the Sun and Keeper of the Law; Selune, the Goddess of the Moon and Lady of Silver; or possibly Tymora, the Goddess of Good Fortune.

It is normal for a cosmo to revere these deities from a nonreligious standpoint. Cosmos are mages first, and priests second. Although, a cosmo's alignment may be influenced by some of the deities mentioned above, or a cosmo's alignment may influence the person's interest in such deities and their domains.

Also consider why you practice the magic you possess. Do you wish to explore other realms and planes, pleasuring in the exploration, seeking knowledge, power, or some other goal? Do you wish to immerse yourself in cosmic energy, granting you the magic of a wizard without the need for scrolls or books? Maybe your magic is a part of an aspiration to become an expert astronomer or astrologer? Or are you so ambitious that you wish to become a self-made celestial? Maybe even ascend to godhood?

Quick Build

You can make a cosmo quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Intelligence. Second, choose the sage background.

Class Features

As a cosmo, you gain the following class features.

Hit Points

Hit Dice: 1d6 per cosmo level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per cosmo level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, History, Insight, Nature, Performance, Religion, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

The Cosmo			Cantrips Known	— Spell Slots per Spell Level —								
Level	Proficiency Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Star Gazing, Spellcasting	3	2	—	—	—	—	—	—	—	—
2nd	+2	Planar Attunement	3	3	—	—	—	—	—	—	—	—
3rd	+2	Portent	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Planar Attunement feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Planar Attunement feature	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Planar Attunement feature	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Planar Attunement feature	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Greater Portent	5	4	3	3	3	3	2	2	1	1

Star Gazing

Beginning at 1st level, your affinity for the stars has gained you particular achievements. As long as the weather is clear or light clouds (see pg. 228 of the *Player's Handbook* for the stages of precipitation), you know which way is north during the night.

You can also speak, read, and write Celestial.

Spellcasting

Drawing on the essence of the cosmos, you can cast spells to shape that essence to your will. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and pages 6 and 7 of this document for the cosmo spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the cosmo spell list. You learn additional cosmo cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cosmo table.

Preparing and Casting Spells

The Cosmo table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cosmo spells that are available for you to cast, choosing from the cosmo spell list. When you do so, choose a number of cosmo spells equal to your Charisma modifier + your cosmo level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cosmo, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the *magic missile* spell, you can cast it using a 1st-level or 2nd-level slot.

Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cosmo spells requires time spent studying watching the stars: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your cosmo spells. You use your Charisma whenever a cosmo spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a cosmo spell you cast and when making an attack roll for one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast a cosmo spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use an arcane focus (found in chapter 5 of the *Player's Handbook*) as a spellcasting focus for your cosmo spells.

Planar Attunement

At 2nd level, you choose to attune yourself to a plane of existence in order to gain the benefits of its energies: either the Astral or the Ethereal Plane, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, 14th, and 18th level.

Portent

Starting at 3rd level, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or

ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase one ability score of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Greater Portent

When you reach 20th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.

Planar Attunements

Cosmos have access to the following planar attunements.

Astral Attunement

You have attuned yourself to the Astral Plane; the place that tethers your soul to your body. By becoming one with your astral body, you and others around you can benefit from the energies of the Astral Sea. People in your presence may experience tranquility, mindfulness or mindlessness, and other clear-focus ways of thinking. Or they may instead like to get high and experience lucid dreams. People tend to feel safer challenging superior threats with you at their side.

Cosmos make the best of both the arcane and the divine, and astral attuned cosmos are sometimes known as theurges. Theurges practice theurgy: which is the engagement of arcane study from a religious viewpoint. An astral attuned cosmo may identify as a theurge, but many cosmos prefer not to dabble in religious doctrine.

Expanded Spell List

The Astral Attunement lets you choose from an expanded list of spells when you prepare a cosmo spell. The following spells are added to the cosmo spell list for you.

Astral Expanded Spells

Spell Level	Spells
1st	<i>cure wounds, healing word</i>
2nd	<i>lesser restoration, spiritual weapon</i>
3rd	<i>aura of vitality, mass healing word</i>
4th	<i>aura of purity, death ward</i>
5th	<i>greater restoration, mass cure wounds</i>

Lucid Dreamer

Starting at 2nd level, your ability to dream lucidly is better than normal. While you are in a dream or other simulation of events, you have advantage on Wisdom (Insight) checks to determine if you are dreaming, or if the events are fake. Upon success, you gain control over the dream, within the DM's discretion.

Mindful Body

At 6th level, your astral body grants you resistance to psychic damage.

Advanced Expanded Spells

Starting at 10th level, you get to choose from an expanded list of spells when you prepare a cosmo spell. The following spells are added to the cosmo spell list for you.

Astral Expanded Spells

Spell Level	Spells
5th	<i>raise dead</i>
6th	<i>heal</i>
7th	<i>resurrection</i>
8th	—
9th	<i>mass heal, true resurrection</i>

Tranquil Recovery

Beginning at 10th level, your astral body embodies your state of recovery. Whenever you or a friendly creature rolls a hit die to recover hit points during a short rest, the creature gains a +1 bonus to the roll. A creature must have spent at least 10 minutes of its rest within 60 feet of you to gain the benefits of this feature.

Timeless Body

Starting at 14th level, the astral energies flowing through you cause you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Astral Lucky

At 18th level, you have advantage on all saving throws you make on the Astral Plane.

Ethereal Attunement

You have attuned yourself to the Ethereal Plane; a magic glue which binds the other planes to the Material Plane. By becoming one with the glue, you become a conduit for raw ethereal energy. Then you can challenge superior threats with a body which is enhanced with arcane power.

Sometimes a cosmo with an ethereal attunement can be an expert abjurer, providing knowledge of fearsome otherworldly beings, while protecting others and banishing such beings to where they came from. This type of cosmo can become a revered guardian among the mundane world.

Expanded Spell List

The Ethereal Attunement lets you choose from an expanded list of spells when you prepare a cosmo spell. The following spells are added to the cosmo spell list for you.

Ethereal Expanded Spells	
Spell Level	Spells
1st	<i>longstrider, shield</i>
2nd	<i>enhance ability, magic charge</i>
3rd	<i>ethereal guardians, haste</i>
4th	<i>guardian servant, Leomund's secret chest</i>
5th	<i>passwall, ethereal presence</i>

Ethereal Ward

Starting at 2nd level, an ethereal presence embodies your spirit. This part of you magically protects yourself when you are about to take damage. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create the magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to your cosmo level + your Charisma modifier (minimum of one). Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher,

the ward regains a number of hit points equal to the level of the spell.

Once you create the ward, you can't create it again until you finish a long rest.

Projected Ward

Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Ethereal Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Abjurant Ward

Beginning at 10th level, any damage dealt to your Ethereal Ward by an aberration, celestial, elemental, fey, fiend, or undead is halved.

Purity of Spirit

Starting at 14th level, you are always under the effects of a *protection from evil and good* spell.

Ethereal Lucky

At 18th level, you have advantage on all saving throws you make on the Ethereal Plane.

Cosmo Spell List

Cosmos have access to the following spells.

Cantrips

- Blade Ward
- Dancing Lights
- Friends
- Guidance
- Light
- Mage Hand
- Magic Bolt
- Mending
- Message
- Minor Illusion
- Prestidigitation
- Resistance
- Thaumaturgy
- True Strike

1st Level

- Alarm
- Charm Person
- Color Spray
- Command
- Comprehend Languages
- Detect Evil and Good
- Detect Magic
- Disguise Self
- Faerie Fire
- Feather Fall
- Guiding Bolt
- Identify
- Illusory Script
- Jump
- Mage Armor

Magic Missile

- Protection from Evil and Good
- Silent Image
- Sleep
- Tenser's Floating Disk
- Thunderwave
- Unseen Servant

2nd Level

- Alter Self
- Arcane Lock
- Augury
- Blindness/Deafness
- Blur
- Calm Emotions
- Darkness
- Darkvision
- Detect Thoughts
- Hold Person
- Invisibility
- Knock
- Levitate
- Locate Object
- Magic Mouth
- Magic Weapon
- Mirror Image
- Misty Step
- Moonbeam
- Nystul's Magic Aura
- Ray of Enfeeblement
- See Invisibility
- Shatter
- Silence

Suggestion

- Warding Bond
- Zone of Truth

3rd Level

- Beacon of Hope
- Blink
- Clairvoyance
- Counterspell
- Daylight
- Dispel Magic
- Fly
- Glyph of Warding
- Hypnotic Pattern
- Magic Circle
- Major Image
- Nondetection
- Leomund's Tiny Hut
- Protection from Energy
- Remove Curse
- Revivify
- Sending
- Slow
- Speak with Dead
- Water Breathing
- Water Walk

4th Level

- Arcane Eye
- Banishment
- Compulsion
- Control Water

Dimension Door
Divination
Freedom of Movement
Greater Invisibility
Locate Creature
Mordenkainen's Private Sanctum
Sanctum
Otiluke's Resilient Sphere

Guards and Wards
Magic Jar
Mass Suggestion
Planar Ally
Programmed Illusion
Sunbeam
True Seeing
Word of Recall

9th Level
Astral Projection
Foresight
Gate
Imprisonment
Power Word Kill
Prismatic Wall
Time Stop
Wish

5th Level

Animate Objects
Bigby's Hand
Contact Other Plane
Commune
Creation
Dispel Evil and Good
Dominate Person
Dream
Geas
Hallow
Hold Monster
Legend Lore
Mislead
Modify Memory
Planar Binding
Seeming
Scrying
Telekinesis
Telepathic Bond
Teleportation Circle
Wall of Force

7th Level

Etherealness
Mordenkainen's Sword
Forcecage
Mordenkainen's Magnificent Mansion
Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Simulacrum
Symbol
Teleport

Elemental Evil Spells

Cantrips

Frostbite
Magic Stone
Shape Water
Thunderclap

1st Level

Catapult

2nd Level

Pyrotechnics
Skywrite

Unearthed Arcana: Starter Spells

Cantrips
Hand of Radiance
Virtue

1st Level

Ceremony
Guiding Hand
Puppet
Sense Emotion
Sudden Awakening

6th Level

Blade Barrier
Contingency
Drawmij's Instant Summons
Find the Path
Globe of Invulnerability

8th Level

Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Maze
Mind Blank
Power Word Stun
Sunburst

Spell Descriptions

The following spells are detailed.

Ethereal Guardians

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (an arcane focus)

Duration: Concentration, up to 10 minutes

Class: Cosmo (ethereal archetype only), wizard

You call forth magical creations of force to protect you. They flit around you to a distance of 15 feet for the duration. The creations look like ethereal beings.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw.

On a failed save, the creature takes 2d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

Ethereal Presence

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Class: Cosmo (ethereal archetype only), wizard

Your body emits an ethereal glow, emanating forceful energy to those hostile to you. For the duration, if a hostile creature begins its turn within 5 feet of you, it must pass a Constitution saving throw or take 1d6 force damage.

Your spells are also potent with ethereal energy. Until the spell ends, whenever you are about to deal damage to a creature with a cantrip that you cast, you can use a bonus action to charge

your magic and deal an extra 1d6 damage. The bonus action is not needed on the turn this spell is cast.

Magic Bolt

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous, or until end of turn

Class: Cosmo, wizard

You hurl a bolt of energy at a target creature within range. Make a ranged spell attack against the target creature. On a hit, you deal 1d6 force damage.

At 5th level, the spell begins to leave a charge of energy leftover, emanating from your hand or spellcasting focus. At any time before the end of this turn, you can release the charge, making a second ranged spell attack against a target creature within range. You can alternatively power your first attack with this charge, not requiring an attack roll, having the attack deal 2d6 force damage instead. You can apply the charged damage to your first attack before or after you make the attack roll, but before the result is determined.

At 11th level, the damage dice for the initial damage as well as the charged damage change from d6s to d8s, and from d8s to d10s at 17th level.

Magic Charge

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Class: Cosmo (ethereal archetype only), wizard

You charge your hands or spellcasting focus with magical energy. Until the spell ends, whenever you are about to deal damage to a creature with a cantrip that you cast, you can use a bonus action to charge your magic and deal an extra 1d6 damage.

The bonus action is not needed on the turn this spell is cast.

Guardian Servant

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 8 hours

Class: Cosmo (ethereal archetype only), wizard

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with a symbol of your choice.

Any hostile creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 thunder damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 40 damage.

Multiclassing

Prerequisites: Charisma 13 and Intelligence 13.

Proficiencies: None.

Portent

Portent does not stack with itself if gained from other classes.

Projected Ward

If a cosmo has Projected Ward, it cannot be used with a wizard's Arcane Ward (and vice versa), unless the player has Projected Ward in both classes, in which case the player can stack both wards as part of the same reaction.

Starting Wealth

Cosmos have a starting wealth of $4d4 \times 10$ gp.



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